A MATTER OF HONOR

Rulebook

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What is Legend of the Five Rings (L5R)?

- **A Collectible Card Game:** Players each build a customized deck representing one of the nine Great Clans of the Empire of Rokugan, and fight head-to-head, using strategies of war, intrigues of honor, and the powers of the five mystic elements!
- **A Story:** Told through text on cards and fiction on **www.l5r.com**, the epic tale of the Great Clans in conflict has been going on for over 18 years. In the Ivory Edition arc, the two Imperial Heirs' struggle for the Throne brings the new Colonies to the brink of war!
- **A Community:** Whether meeting friends at local stores, discussing story and strategy on internet forums, or crossing continents and oceans to compete at national and world events, L5R has a fan community like no other game. Players' choices in official events influence the course of the story. Some tournament winners even get their name on the cards!

Welcome to the world of Legend of the Five Rings! This Learn to Play set is designed to teach you the basics of this strategic collectible card game. Step by step, you'll play through a game between two pre-arranged decks representing the noble Lion Clan and the hard-hitting Crab Clan.

Setting Up

Each player has two decks—black-backed Dynasty cards and green-backed Fate cards—plus a Stronghold card with two sides, one for going first (black border) and one for going second (white border).

The Honorable Garrison of the Lion
Battle: Give your target opposed Lion Clan Samurai a Force bonus equal to his Personal Honor (this turn).
Stronghold When Starting

The Honorable Garrison of the Lion
Battle: Give your target opposed Lion Clan Samurai a Force bonus equal to his Personal Honor (this turn).
Stronghold When Going Second

Separate the decks out and decide who will play the Lion Clan and who will play the Crab Clan.

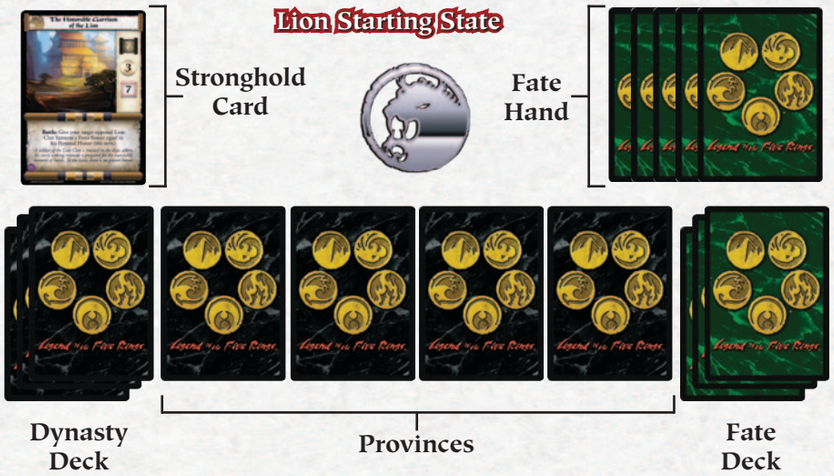
After you remove the packaging, **don't shuffle the decks**! You will need them to be in their original order to play the learning game. If the cards get out of order, you can sort each deck back to the way it was, using the numbers on the bottom right of each card. Each deck starts with card number 1 on top and goes downward in numerical order.

You will also find some booster packs, player aid cards (one for each player), and an envelope containing an extra card and rules for the Advanced Game. Set these aside for now. Your two-sided Stronghold card is on top of your Dynasty deck (card number 0). This card does not go in the decks. You begin with it in play, in front of you, to the left. Which side is used depends on whether you go first or second, which we'll determine soon. For now, put either side face-up.

A two-sided player aid card comes next in the deck package, listing the phases of the turn on one side, and the steps in a battle on the other. Take it out and put it in front of you, Phases side up.

Place your Dynasty deck below your Stronghold, about where your left hand is. Take the top four Dynasty cards and, without looking at them or turning them over, deal them out to the right of the deck. These represent your **Provinces**—areas that hold Dynasty cards.

Your Fate deck goes to the right of the fourth Province. The Fate deck provides cards that you **draw** into your **hand** of cards, representing secret resources and strategies. In your first couple of turns you won't need to use your Fate deck or cards. Just draw 5 Fate cards, face-down, and set them aside for now.



The other player takes the same steps, setting up facing you on the table.

Step By Step

We recommend that you start by playing through the teaching game, either with a friend or taking both sides yourself. If you see words or numbers on the cards that haven't been explained so far, don't worry! By the end of the teaching game, you will know most of the basic rules. We will explain the other things on *A Matter of Honor's* cards afterwards.

Also, visit www.l5r.com to learn about the other Clans of the game, watch tutorial videos, and much more!

Achievement 1: Build Your Domain

The learning game involves several achievement goals that introduce the elements of L5R. The first thing to learn is how to produce Gold, building your economy so you can buy leaders and troops for war.

Your goal for this Achievement: Be able to produce 10 Gold.

Right now, as the Lion Clan player, you can only produce 3 Gold. The middle of the numbers on your Stronghold in the gold coin shows your Stronghold's **Gold Production** of 3. The Crab Clan player is a little better off, with 4 Gold Production. You both need to bring Holding cards into play to produce more Gold.

Who goes first? Look at the bottom of the three numbers on your Stronghold. That is your starting **Family Honor**, representing how well-regarded your Clan is in court. The player with the higher starting Honor goes first—this is the Lion, with 7 Honor to the Crab's 3. Now that you know this, flip the Lion's Stronghold to the "going first" side with one Lion Clan icon (known as the clan's *mon*) on top and the black border, and flip the Crab's to the "going second" side with two Crab *mon* on top, and the white border. They will stay that way all game.

Lion Player: Turn 1

The Lion player, taking the first turn, goes through the phases of the turn.

First comes the Action Phase. This starts with the Lion player turning up all face-down Dynasty cards in his or her Provinces.

If the decks are properly ordered, this should reveal these cards.

Abundant Farmlands is a Holding card—you can tell this by the symbol in the upper left. Holdings help you build your economy.

The other three cards are Lion Clan Personalities, with the Lion Clan *mon* in the upper left . These will not help you produce Gold. If only you had a way to replace them with more cards from the top of your deck!

Fortunately, there is a way to do this. Look at the "Action Phase: Player Abilities" listing on the back of the rulebook. The first action, Cycle, is one you can only use during the Action Phase of your first turn—right now. It lets you replace cards you don't need.

"**Limited**: If it is your first turn, choose one or more face-up cards in your Provinces. Put them on the bottom of your deck in any order. Then, turn all cards in your Provinces face-up."

The boldface word "Limited" with a colon (:) at the beginning of the text lets you know that this is an **ability**, also known as an action. Limited actions may be taken in the Action Phase when it is your turn. Some actions are given to players by the rules—like Cycle—and others appear on cards in play.

Each ability may only be used once per turn. Once you have Cycled, you may not do it again.

Now, announce that you're taking the Cycle action, and do what it says. Going from left to right, put each Personality on the bottom of your deck. **As a rule, any time a Province becomes empty, refill it immediately with the top card of the Dynasty deck, face-down.** Then, turn the three face-down cards face-up.

Now, your Provinces should look like this:

You have two more Holdings to work with—Copper Mine and Traveling Market—and a Personality, Ikoma Takakura. This is a better situation.

With no more Limited actions to take, the Action Phase ends.

The next phase is the Dynasty Phase. Now, you are going to use your Stronghold to bring Holdings into play.

Dynasty Phase

Right now, the cards face-up in your Provinces are not in play. You can't use their abilities or any other text on them. You need to bring the Holdings into play so you can use them to produce Gold.

Look at the Dynasty Phase section of the rulebook back. The first ability on it is "Recruit" and lets you bring Holdings into play from your Provinces. This ability has something new on it: A cost.

Abilities 1: Costs

After the word "Dynasty" –a different kind of ability that can only be taken in your Dynasty Phase—there's a small gold coin icon with a star in it, showing a Gold payment cost. The star means that the amount to pay varies, but has to equal the Gold Cost number on the Holding you're bringing into play.

> **Repeatable Dynasty**, (*): Bring into play a face-up Personality or Holding from your Province with Gold Cost equal to the amount you paid. (Holdings enter play bowed.)

The Gold Cost on Holdings is found in the gold coin icon in the middle of the card.

Here, one of your Holdings will cost you 1 Gold to play (Abundant Farmland), another costs 2 (Copper Mine) and a third costs 3 (Traveling Market). But how do you produce Gold to pay for them?

Bowing And Producing Gold

Your Stronghold card produces Gold to get you started. To produce Gold with your Stronghold, **bow** it: Turn the card 90 degrees to the right.

This gives you 3 Gold, as shown on the Stronghold's Gold Production coin. This can pay for your Recruit action and bring any of the three face-up Holdings into play. Of these, the Copper Mine is most worthwhile.

You choose the Copper Mine and bring it into your play area, spending 2 out of the 3 Gold you have produced. Holdings always enter play in the **bowed** state.

Now refill the Copper Mine's Province with the top card of the Dynasty deck, face-down.

After you have paid 2 Gold for the Copper Mine, there is 1 Gold left over. You can use leftover Gold to pay for other things in the same phase. At the end of each phase, any unspent gold is grabbed by the Imperial tax collectors—it is not available to pay for things in future turns or phases.

Can you use the Copper Mine's Gold production right away? Not yet. The Gold production of the Copper Mine has another kind of cost on it: A bowing cost.

The bowing cost icon means that for the Copper Mine to produce Gold, you have to bow it. You cannot do this if the card is already bowed. So, you will have to wait until it **straightens** (returns to the unbowed state) to use the Copper Mine.

But there is one more thing you can do with your 1 Gold left over from the Copper Mine purchase. Your Holding, Abundant Farmlands, only costs 1 Gold. You can use Recruit again because, unlike

Cycle, it is a Repeatable action—meaning you can take it any number of times per turn. You pay the 1 Gold, bring the Abundant Farmlands into play, bowed, and refill the empty Province from the Dynasty deck.

You are out of Gold, and now you end your Dynasty Phase. Just before the Dynasty Phase ends, draw a Fate card and add it to your hand. It's not yet time to use your Fate hand, though.

Congratulations! You have made it through your first turn as the Lion Clan player. It's customary in L5R to tell the other player you are done by saying "The table is yours."

However, you haven't yet reached the achievement of being able to produce 10 Gold. Your Stronghold produces 3; your Copper Mine also produces 3; and your Abundant Farmlands produces 1, for a total of 7.

Let's see if the Crab Clan player can do better.

Crab Player: Turn 1

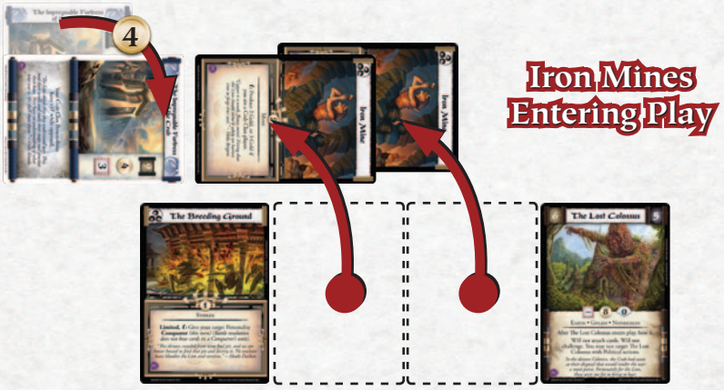
The Lion player's Abundant Farmlands straightens at the start of this turn because of its special text, returning to the unbowed state. However, this will not affect your turn as the Crab Clan player.

You turn over your cards in Provinces at the start of your Action Phase, revealing three Personalities and the Holding, Iron Mine.

You want to develop your Gold production, so you use the Cycle ability to put your three Personalities on the bottom of your Dynasty deck, refilling each Province from the top of the deck, then turning them face-up.

This was a good decision! You turn up another of the prized Iron Mines, and another Holding, The Breeding Ground, plus another copy of The Lost Colossus. You end your Action Phase, and proceed to your Dynasty Phase.

You bow your Stronghold for 4 Gold to Recruit one of the Iron Mines, then use the extra 2 Gold and Recruit again to bring the other one into play—both bowed. Don't forget to refill the empty Provinces.



You now have cards in play that can produce a total of 10 Gold—the Stronghold producing 4 and the Iron Mines producing 3 each—so you've reached your first achievement! But there's one more thing you can do.

Dynasty Discard

The Lost Colossus is face-up in your Province, but you would prefer not to have him around next turn; he's expensive, and you want a better chance at Holdings. Now, you can use the second Dynasty ability on the back of this rulebook, Discard, to get rid of him.

The Dynasty discard pile is located on the left of the Dynasty deck. Cards go in it face-up and are out of play. Once the Lost Colossus goes there, you refill the empty Province face-down.

You are now done with the Dynasty Phase. You draw a Fate card and add it to your Fate hand, then tell your opponent, "The table is yours."

Lion Player: Turn 2

At the start of each of your turns, before you reveal cards in your Provinces, all your bowed cards straighten. (You didn't need to know this rule last turn because you started with only an unbowed Stronghold.) So, your Stronghold and your Copper Mine straighten; your Abundant Farmlands already straightened on the Crab player's turn.

Cards Vs. Rules

The cards in this game will sometimes have text on them that seems to break the rules. For example, the card "Abundant Farmlands" says it straightens at the start of each player's turn, but the rules say cards straighten at the start of their own player's turn.

When the cards go against the rules, follow the instructions on the cards, not the rules.

You then reveal the two face-down cards in your Provinces, showing, from left to right, two more Holdings: Counting House, costing 2, and Well-Defended Farm, also costing 2.

It is not the first turn, so there is no opportunity to Cycle. You move on to the Dynasty Phase, and you can buy the three Holdings. You bow your Stronghold, Copper Mine, and Abundant Farmlands to produce 7 Gold for the new Holdings, two at 2 Gold and one at 3 Gold. Now you, too, have reached the achievement of being able to produce 10 Gold!

You decide not to Discard the Personality in your Province, Ikoma Takakura. He may come in handy next turn.

Don't forget to draw another Fate card and add it to your Fate hand on the side, which should now have seven cards.

Now you have both built up your economy, it is time to focus on a new achievement.

Achievement 2: Build An Army With A Total Force Higher Than Your Opponent's Province Strength

The main way to win Legend of the Five Rings is to destroy all your opponent's Provinces by attacking them with your Personalities. The second achievement starts you building an army and thinking about the battle to come!

As an example of a Personality, look at the face-up Ikoma Takakura in the Lion's Province. Right now, the important numbers are:

- the Personality's Gold Cost (Takakura costs 4 Gold);
- and his or her Force, the number at the top left of the card, representing military power (Takakura has 3 Force.)

Now look at the topmost of the three numbers on each Stronghold card. This is the player's **Province Strength**, representing the resistance of his or her lands to attack. The Crab's Province Strength is 9, and the Lion's is 7. So, to beat the opponent's Province Strength, the Lion will need to assemble a 10 Force army, while the Crab only needs 8 Force.

Crab Player: Turn 2

Straighten your Stronghold and Holdings. The Lion straightens his Abundant Farmlands. Then turn up the three face-down cards in your Provinces; they should be Kaiu Gorobei, Counting House, and Hiruma Moritoki.

You have nothing to do in your Action Phase, so you move on to Dynasty. You use the Recruit action to buy the Personality, Hiruma Moritoki. He has a Gold Cost of 6, so you can bow your Stronghold and an Iron Mine to pay for him. Unlike Holdings, Personalities enter play unbowed.

The Stronghold and Iron Mine actually produced 7, so you have 1 Gold left over, and you use this to Recruit the Holding, The Breeding Ground. This Holding doesn't produce Gold, but it has an ability you can use after it straightens on your next turn. Finally, you bow the other Iron Mine, producing 3 Gold to Recruit the 2 Gold Cost Counting House. Both Holdings enter play bowed.

You have nothing in your Provinces that the leftover 1 Gold will buy, so it is taxed by the Empire (it disappears). Draw your seventh Fate card into your hand, and pass play to the Lion player. With Moritoki's 4 Force on the board, you are halfway to your goal of building an 8 Force army!

Lion Player: Turn 3

Straightening all your bowed cards, you reveal in your Provinces the new Personalities Akodo Daiken and Ikoma Shika, and the Holding, General's Hatamoto.

You move on to Dynasty. Bowing your Stronghold and Copper Mine produces 6 Gold for Akodo Daiken. Bowing your Counting House produces 2 Gold for Ikoma Shika, and bowing your Traveling Market and Well-Defended Farm produces 5 Gold for Ikoma Takakura, leaving you 1 Gold extra, which pays for the General's Hatamoto, entering play bowed. With nothing left to pay for, your Abundant Farmlands remains unbowed.

You now have 9 Force of Personalities in play, but your goal calls for you to beat the Crab's Province Strength of 9, and right now you are only tying it.

Lion State of Play

Ending your Dynasty Phase, you draw a Fate card, bringing your hand total to 8.

Crab Player: Turn 3

As the Crab player, you straighten all your bowed cards. The new cards in your Provinces should be: Boyoh Mercenary, Akodo Dojo, Hiruma Tsurao.

With personalities in play, the Fate hand becomes relevant. Both players should pick up their Fate hand and look at the cards in it (keeping them hidden from the other player).

Fate Cards

There are two kinds of cards in your Fate hand. One kind, with a reddish background and the ⚔ symbol in the upper left, is a Strategy. These are one-shot cards you discard for a variety of effects. In this learning game, they mostly become useful when you get into a battle.

Allied Efforts
Battle: Give a target enemy Personality or Follower –3F (this turn).
Sometimes beings that are considered allies can be extremely difficult to deal with. This is the reality of the modern era of Rokugan, where alliances of the strangest sort can be found.
3

Strategy

The other kind, more important now, is the Follower. It has a yellowish background color and the 👤 symbol in the upper left. Followers represent troops and advisors under the command of a Personality. Unlike a Strategy, a Follower enters play attached to a Personality, and so it is known as an **attachment**.

Force Gold Cost

Follower

Using Followers

Two numbers on the Follower card are important.

One is the Force number, in the upper left hand corner. Like Personalities, Followers have a Force that counts in battle. Bringing Followers into play will help you reach your second achievement.

The other is the Gold Cost number, in the gold coin in the center. Like Personalities, Followers require Gold payment to enter play.

You bring Followers into play only by attaching them to Personalities; they cannot be in play without a Personality. An attached Follower is placed partly under the Personality, with space on the top to show its Force number.

2
Light Infantry
0
4
Akodo Daiken
3
4
6
3
Lion Clan • Samurai • Conqueror
(Battle resolution does not bow cards in a Conqueror's unit.)
The Lion charged with a roar of fury and the passion of men who have trained for war but never tasted it. The Crab resigned themselves to receive the charge with the resilience of men who have tasted it far too often.

On the back of this Rulebook, the player action below Cycle is called Equip. It lets you bring Followers into play. Like the Dynasty action "Recruit," Equip asks you to make a Gold payment as part of its costs, equal to the Gold Cost number on the Follower you're playing.

As the Crab player, you see that you have two Followers in your hand, each with 2 Force. If you attach them both to Hiruma Moritoki, with his 4 Force, you will have a total of 8 Force on the table, meeting your second achievement.

Equip is an **Open** action. Like a Limited action, an Open action can only be taken during the Action Phase. Unlike a Limited action, which can only be taken on your own turn, you

Repeatable Open, (*): Attach a Follower, with Gold Cost equal to the amount you paid, from your hand to your target Personality.

can take Open actions during the other player's Action Phase as well.

If both players can take actions in an Action Phase, who goes first? The player whose turn it is (right now, the Crab player) has the first chance to take a Limited or Open action. Then the other player can take an Open action, then the player whose turn it is can take another Limited or Open action, and so on. If you do not want to take an action, you pass. When both players pass one right after the other, the Action Phase is over. This procedure is known as an **action round**.

The Crab goes first, using the Equip action to attach the Naga Remnants follower from his hand to Hiruma Moritoki. For this, he pays 2 Gold, bowing his Counting House to produce this.

The Lion now may take an Open action. Looking at his hand, he does have a couple of Followers (Ashigaru Spearmen, Light Infantry) and an unbowed Holding (Abundant Farmlands) that can produce 1 Gold, enough to pay for the Light Infantry.

The Lion takes the Equip action and bows his Abundant Farmlands to pay 1 Gold for Light Infantry, attaching it to Akodo Daiken. Between his 9 Force of Personalities and 2 Force Follower, the Lion now has 11 Force, more than the Crab's Province Strength of 9. He has reached the second achievement first!

The Crab player takes another Equip action, bowing one Iron Mine for a 3 Gold payment to attach Spearmen to Hiruma Moritoki. Moritoki and his Followers now total 8 Force—more than the Lion's 7 Province Strength. The Crab reaches the second achievement just after the Lion does.

The Lion passes, having no more Gold to pay for Followers.

Special Effects: Keywords And Conqueror

A card's keywords, if any, appear in an area below the art but above any other text on the card. Keywords with a special effect from the rules that you need to know are in boldface; keywords that don't have a special rule are not boldfaced.

Akodo Daiken
Lion Clan • Samurai • Conqueror
(Battle resolution does not bow cards in a Conqueror's unit.)
Reminder Text
Keyword With Rule

The Conqueror keyword is explained on the card. You also need to know that in the game, a **unit** refers to a Personality plus all the cards attached to him—for example, Hiruma Moritoki and his two Followers make up a unit. So, Conqueror means that the Personality and any cards attached to him don't bow after a battle, as the rules would normally require.

Taking Actions From Cards In Play

The Crab has no more Equipping to do. However, the player actions on the back of this Rulebook, like Equip and Cycle, are not the only source of Open and Limited actions. You can also take actions from your cards in play, following two extra rules:

- You cannot take actions from bowed cards.
- Like player actions, you can only take each action on each card once per turn.

The Crab sees that one of his unbowed Holdings, The Breeding Ground, has a Limited action on it. If you bow the Holding, you get to **target** (choose) one of your Personalities and give him the keyword Conqueror. The Crab player takes the Limited action, targeting Hiruma Moritoki and giving him Conqueror. Added keywords, and changes to Force from actions, last until the end of the turn.

After the Crab gives Conqueror to Moritoki, the Lion could take another Open action—you can still take actions after you have passed in an action round—but chooses not to. He passes, the Crab passes too, and now the players have passed, one right after the other. This ends the Action Phase.

Achievement 3: Destroy A Province

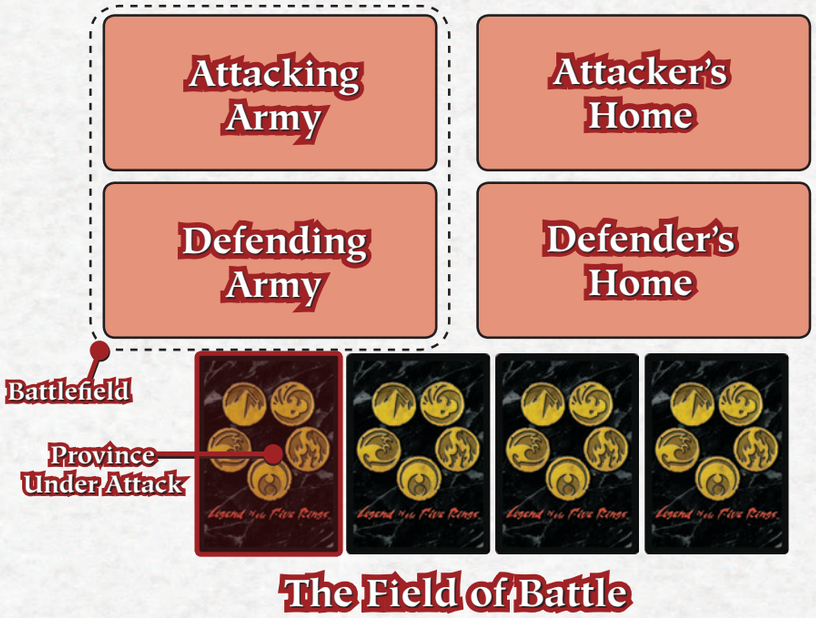
The main way to win the L5R card game is to destroy all your opponent's Provinces. So, for your third and final achievement, *your Personalities must attack, win a battle, and destroy a Province.*

Attack Phase: Overview

On your turn, after the Action Phase ends and before the Dynasty Phase begins, you may declare an **attack** on the other player.

In an attack, the player declaring it is the **Attacker** and the other player is the **Defender**; each player is the **leader** of his or her own side. The Attacker assigns any number of his or her unbowed Personalities to a **battlefield**: an area associated with one of the Defender's Provinces. The Defender then assigns any number of his or her unbowed Personalities to defend at the battlefield.

One or more Personalities at the same battlefield, controlled by the same player, form an **army**. Cards in play that are not at a battlefield are in their controller's **home**.



The Field of Battle

After taking Battle actions, the two sides compare Force; the higher side wins and destroys all cards in the losing army. Also, if the Attacker wins and has more Force than the Defender's Province Strength, the Province is destroyed. Destroy all four of your opponent's Provinces and you win the game!

Attack Phase: Declare And Assign

The Crab player decides to declare an attack this turn, after the Action Phase is done, so an Attack Phase begins.

He only has one Personality to assign—Hiruma Moritoki, with his two Followers—and assigns him to attack the Lion's Province next to the Dynasty deck.

The Lion player now has to make a decision. He can assign nobody to defend—but with 8 Force and no opposing army, Moritoki's unit will overcome the Province Strength of 7 and destroy the Province.

Another option is to assign all three Lion Personalities in play to defend against Moritoki. This will give a strong defense, but it's risky—battles are winner-takes-all!

The Lion player chooses to assign only one low-cost Personality to defend, Ikoma Shika.

Now that Personalities oppose each other on different sides of one battlefield, the text on the Crab Stronghold comes into play. This says your Crab Clan Personalities have +1F (short for +1

Force) while opposed (by one or more Personalities). Now that Moritoki is opposed, he gains a +1 Force bonus, so that his Force is actually 5 instead of 4. This bonus will stay until he is no longer opposed. If he becomes opposed again, the bonus goes back on.

Battle

The battle begins. At the end of the battle, the total Force on each side will be counted up. Right now, the Lion army has 2 Force. The Crab army has 5 (Moritoki) +2 +2 (the two Followers) = 9 Force. The Crab is winning by 7 Force, which is not greater than the Lion's Province Strength, so the Province will not be destroyed. But the Crab will win the battle, and Ikoma Shika will be destroyed. The Lion is hoping to sacrifice Shika to save the Province.

In this battle, to keep things simple, neither player sees the need to take any Battle actions.

First, the Lion player passes, and see what the Crab does.

The Crab Clan player decides there's nothing he wants to do to increase his Force. He also passes.

Both players have passed, one after the other, so the action round is over and the battle is about to end.

Battle Resolution

Before the battle ends, both sides add up the Force of the Personalities and Followers in their army, **not counting bowed Personalities and Followers**.

The side with the higher Force, in this case the Crab army, wins. The Lion army loses and suffers the consequences. As explained earlier, the Province stays around, so the Crab has not yet met the third achievement fully. He has won the battle, but not destroyed the Province.

Then, destroy all the cards in the losing army. Ikoma Shika is destroyed. If she had any Followers, they would go to the Fate discard pile, which like the Dynasty discard pile, is just "outside" its deck—to the right of the Fate deck.

Before the battle ends, one last thing happens. The attacking Personality is still at the battlefield, so he (Moritoki) returns to the Crab Clan home. Normally, you would bow all cards in an attacking army after it returns home. However, Moritoki has the Conqueror keyword from the Breeding Ground action. So, Moritoki's unit returns home without bowing.

The Crab player's Attack Phase is now over. In his Dynasty Phase, he bows his Stronghold and the Iron Mine to produce 7 Gold, which he uses to buy Kaiu Gorobei and the Holding, Akodo Dojo. Finally, he draws a Fate card and yields the table to the Lion.

Lion Player: Turn 4

The Lion player straightens his cards, and reveals in his Provinces: a second copy of Ikoma Takakura; an Akodo Dojo; and two more Personalities, Armed Rice Farmer and Akodo Kenaro.

In the Action Phase, the Lion takes the first action, bowing the Copper Mine to produce 2 Gold and Equip Ashigaru Spearmen to the Ikoma Takakura in play, with 1 Gold left over.

The Crab passes. The Lion then bows Counting House, adding its 2 production to the 1 left-over Gold and paying for Kikage Zumi Initiates, which attach to Akodo Daiken. Next, both players pass, and the Action Phase is over.

Now the Lion declares an attack and assigns both his Personalities to the Province in which Hiruma Tsurao sits. The Crab assigns both his Personalities, Hiruma Moritoki and Kaiu Gorobei, to defend that Province.

Once the armies oppose each other, a number of cards in play become relevant. As in the last battle, the Crab Stronghold gives its

opposed Crab Clan Personalities +1 Force, so Moritoki's Force goes up to 5 and Gorobei's to 4. Add the two Followers on Moritoki, 2 Force each, and the Crab army total is 13.

However, the Lion now has a Holding in play, Well-Defended Farm. This Holding gives the Lion's opposed Ashigaru Personalities and Followers +1F. The Lion has a Follower with the Ashigaru keyword, Ashigaru Spearmen. So, the Lion army has 3 Force from Takakura, 4 Force from Daiken, 2 Force from the Light Infantry, 2 Force from the Kikaze Zumi Initiates, and 2 Force (the printed 1, plus 1 from the Well-Defended Farm) from the Ashigaru Spearmen. This adds up to 13 as well.

The battle begins.

Actions On Strategies

Strategy cards are played from the hand; you take their action, and then discard them into the Fate discard pile. Actions on Strategy cards work like actions from cards in play. Although Strategies can have other kinds of actions on them (like Limited or Open) the ones you both have right now are all Battle actions.

Battle Actions

Battle actions follow these two rules, in addition to the usual rules about taking actions:

1. **Presence**: You have to have a Personality at the battlefield to take actions in that battle.
2. **Location**: You cannot take actions from a Personality or Follower unless it is at the current battlefield. (Holdings or Strongholds outside the Battlefield are OK.)

As the Defender, the Crab Clan player has the first opportunity to take a Battle action. He chooses to use an action on his Spearmen.

This action comes with a cost; the bow icon shows that the Spearmen must bow to take the action. The Crab bows his Spearmen and carries out a Ranged 2 Attack, as written on the card.The Crab targets the 2 Force Follower, Kikaze Zumi Initiates, destroying it with the strength 2 Ranged Attack. The destroyed card goes to the Lion's Fate discard pile. Although the Lion lost 2 Force from this, the Crab also bowed a 2 Force Follower, and as a bowed card it will not count in battle resolution. The Force count is still even at 11-11.

Now it is the Lion's turn. He shows the Strategy card, Incapacitated, from his hand, carries out its Battle action and discards it.

This action has no cost (there is no Bow or Gold icon in its text.) The Lion targets a defending Personality—he chooses Hiruma Moritoki. The action's effect then moves Moritoki from the battlefield to the Crab player's home. He and his Followers are no longer at the battlefield; they will not contribute Force in resolution, and can't use their abilities, unless they find a way back. Only Kaiu Gorobei is left in the Crab army, so the battle has swung in the Lion's favor, 11-4.

The Crab player uses Gorobei's action, which lets him discard a Fate card from his hand to bow an **enemy** card with equal or lower Force than the Fate card's Focus Value.

Focus Value is the number in the black circle at the bottom of a Fate card. The Crab discards his Allied Efforts, with its 3 Focus Value. The target is the 3 Force Ikoma Takakura, who bows. Lion now lead by only 8-4.

The Lion Clan player now takes the action on his Stronghold. Targeting Akodo Daiken, the action gives him a Force bonus equal to his Personal Honor.

Personal Honor, or PH for short, is the number to the right of the Personality's Gold Cost. It represents his or her reputation for noble character. Akodo Daiken has a high Personal Honor of 3, giving him +3 Force until the turn ends, and returning the Force count to 11-4.

The Crab player doesn't have a hope of winning the battle, but can he save the Province? Right now, with 7 Force above the defending army's Force, the Lion player is not going to overcome the Province Strength of 9. The Crab passes.

The Lion plays the Strategy, Ritual Preparation, and targets his bowed Personality, Ikoma Takakura. This straightens her, returning her 3 Force to the equation. The Force count is now 14-4, and the Lion can destroy both the defending army and the Province, with an excess Force of 10.

Struggling to save the Province, the Crab plays Defensive Formation, giving Kaiu Gorobei +2 Force. This lowers the Lion's advantage to 14-6 or 8 Force, below the Province Strength.

But the Lion has one last move. He bows his Holding, General's Hatamoto, for its action. He targets Ikoma Takakura, giving him +2 Force, and returning the Force count to the Province-destroying 16-6.

The Crab is out of ways to save the Province. He wishes he could use the Follower Naga Remnants to bow a Lion Follower, but the Remnants are in Moritoki's unit, at home, so they can't use their Battle action.

However, the Crab has one last trick in his hand. He plays the Strategy, Incapacitated, on his own Personality, Kaiu Gorobei. It now makes no difference whether he is there or not, since the Province is going to be destroyed anyway. By moving Gorobei home, he rescues a valuable Personality to fight another day.

Ashigaru Spearmen loses the +1F from Well-Defended Farm, because they are no longer opposed. Akodo Daiken, however, keeps his +3F; he needed to be opposed to get it, but it stays until the end of turn even if he is not opposed.

The Lion army wins, 15-0, destroying the Province. The card in the Province, Hiruma Tsurao, goes to the discard pile. The Province's slot for Dynasty cards is not refilled, but goes away. Move the cards (or deck) on either side of the destroyed Province together to show the shrinking of the Defender's lands.

The Lion army now returns home. Takakura and his Follower both bow going home from battle. Because he has the Conqueror keyword, Daiken does not bow, and his Followers do not either. The Attack Phase is over, and the Lion has reached his third achievement, destroying a Crab Province!

In the Dynasty phase, the Lion player produces a total of 8 Gold to Recruit the Personalities Armed Rice Farmer and another copy of Ikoma Takakura, and the Holding Akodo Dojo.

Remembering to draw an additional card because he played Ashigaru Spearmen that turn, the Lion draws two Fate cards—Frontier Farmer and Outnumbered. He ends his turn.

The Crab is down by one Province—but he has saved both his Personalities and is itching to strike back! We will leave the example game here, with one reminder for the Crab player: Now that you have fewer Provinces than your opponent, you can use the ability on Counting House to draw extra cards as a Limited action.

Legend of the Five Rings

What Next?

You have now learned the basics of the game—how to bring out Holdings, Personalities and Followers, and how to attack and fight a battle. You can continue learning to play L5R in any or all of the following ways.

Play Through

Continue the training game, using the cards in the order they appear. The first player to destroy all four enemy Provinces is the winner.

Start Again

Put the cards in the decks back in order, and play the game again, making your own choices this time. You don't need to play to the achievements in these games, but they are good guidelines for playing the game—build Gold early, and attack when your army is big enough to destroy the opponent's Provinces.

Shuffle Up

Shuffle the Dynasty and Fate decks separately, for a new set of cards and a whole new game.

Advance!

Once you are comfortable playing with the cards and the Basic Rules, read the Advanced Rules sheet and add the heights of honor and depths of evil to the game!

Additional Basic Rules

Some cards in the decks deal with new rules that were not explained in the first few turns we described. Here is an overview of the important concepts on the other cards.

Required Targeting

If a card asks you to target something that does not exist, the card's remaining effects do not happen. For example, if Hida Reigoro has no Followers and tries to use his ability, which starts with "Bow Reigoro's target unbowed Follower," the remaining effects fail when he tries to target his Follower, so the action has no effect.

Penalties And Reductions

Some cards, like the Strategy Allied Effort, reduce a card's Force, giving it a penalty. A card can never have a negative Force; its minimum Force is zero. However, the card remembers all Force bonuses and penalties it has received, so if it gets a Force bonus later on in the turn, the full Force penalty will work against the bonus.

EXAMPLE: *The Crab player uses Allied Efforts to give Ikoma Shika, with 2 Force, -3 Force. Her Force goes down to zero—not negative 1. The Lion then gives her a +2F bonus. First, you add up the penalty from Allied Effort which is still affecting her, and the +2F bonus. -3 and +2 means she has -1 to her printed Force from both these effects. So, instead of going up to 2 Force from the bonus, she goes up to only 1.*

Keyword References

Some cards refer to keywords on other cards; for example, Well-Defended Farm refers to "Ashigaru Personalities and Followers," meaning "Personalities and Followers with the Ashigaru keyword." A card's keywords, if any, are found at the top of the text box, with a line separating them from the other text on the card. Keywords that have additional rules in the rulebook are printed in boldface.

Force And Bowed Cards

Bowed cards do not contribute Force to their army at resolution, but they keep their Force for all other purposes. For example, even if the 4 Force Akodo Daiken is bowed, a Ranged 1 Attack still cannot destroy him.

Maximum Hand Size

Your maximum Fate hand size is eight. After you have drawn cards prior to your turn ending, if you have nine or more cards in your hand, you must choose cards to discard from your hand until you have only eight.

Empty Provinces And Decks

Your Provinces still exist when the deck is empty and you cannot refill them; use markers to show their presence. Nothing special

happens when either of your decks runs out of cards; you just have nothing left.

Tied Battles

If a battle ends with equal Force on both sides, and each side has one or more Personalities in the army, all cards on both sides are destroyed in resolution. However, if an army has zero Force (for example, if all its cards are bowed) and there are no units opposing it, nothing happens.

Adding Cards To Your Deck

As you collect more L5R cards, you can use them to change your deck. Included in *A Matter of Honor* are booster packs which you can use to improve your deck (some of these cards will need the full L5R rules to interpret). As your L5R collection continues to grow, you can continue to add and remove cards from your deck, customizing it to your playing preferences.

Learning The Full Game

The full rules of L5R beyond this learning set cover all the richness of the world of Rokugan, including:

- Seven more Clans to play: Magical Phoenix, devious Scorpion, swift Unicorn and more!
- Multiple battles each Attack Phase
- Deadly duels between Personalities
- Mystical Shugenja and their powerful Spells
- Interrupt actions that enhance your own tactics or undermine other players'
- Personalities being dishonored from vile deeds or cruel slander
- Winning by achieving the Five Rings of mystical wisdom
- Winning by politics, either by gaining Honor for yourself or making your opponent lose Honor in the eyes of others

Visit **www.l5r.com** for more information on the full rules of the game.

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Player Abilities

Action Phase

Cycle

Limited: If it is your first turn, choose one or more face-up cards in your Provinces. Put them on the bottom of your deck in any order. Then, turn all cards in your Provinces face-up.

Equip

Repeatable Open, ✱: Attach a Follower, with Gold Cost equal to the amount you paid, from your hand to your target Personality.

Dynasty Phase

Recruit

Repeatable Dynasty, ✱: Bring into play a face-up Personality or Holding from your Province with Gold Cost equal to the amount you paid. (Holdings enter play bowed.)

Discard

Repeatable Dynasty: Discard a face-up card from one of your Provinces. (Refill it face-down.)

The Impregnable Fortress of the Crab
9
4
3
Your Crab Clan Personalities have +1F while opposed.
"The Lion think that they understand war. They read their scrolls and study their maps and practice their kata. They have no understanding of what true war is. We shall show them." – Hida Kisada

Province Strength
Gold Production
Starting Family Honor
Stronghold

Force
Chi
Honor Requirement
Gold Cost
Personal Honor
Personality

Gold Cost
Holding

2
Spearmen
0
3
Battle, : Ranged 2 Attack (Destroy a target enemy Follower, or Personal without Followers, with 2 or lower Fo
The numbers of the lower classes are vastly greater than that of the samurai. While an army appears a vast sea of warriors, most are barely trained peasants with spears.
2

Force
Gold Cost
Ability
Focus Value
Follower

Block Supply Lines
Battle: Move home a target attacking Personality and bow his unit
War is a difficult practice. So many
Stop the second army, and the fir
Ability
Focus Value
3

Strategy

Legend of the Five Rings